

IN THE CLAIMSListing of Claims:

1 1. (currently amended) A method for improving a selection of a graphic user
2 interface (GUI) icon with a pointing device, comprising the steps of:

3 acquiring data corresponding to a motion of a pointing cursor on a display,
4 said motion of said pointing cursor corresponding to a [[movement]] pointing device
5 used to move said pointing cursor from a first source position to a first destination
6 position on said display;

7 generating a set of motion vectors corresponding to said motion of said
8 pointing cursor from said first source position to said first destination position; and

9 storing said set of motion vectors and said first destination position referenced
10 to said first source position.

1 2. (currently amended) The method of claim 1 further comprising the steps of:

2 1) generating, within an application program, a first motion vector for said
3 pointing cursor on said display as said pointing cursor moves from a second source
4 position in response to a motion of said pointing device;

5 2) predicting a destination point icon in response to a compare of said [[first]]
6 second source position to a corresponding stored source position or a source position
7 proximate to said [[first]] second source position, wherein said corresponding stored
8 source position which compares to said [[first]] second source position also has stored
9 said first motion vector or a motion vector proximate to said first motion vector; and

10 3) highlighting said destination point icon;

1 3. (original) The method of claim 2, further comprising the step of:

2 repeating said steps 1) through 3) until said highlighted destination point icon
3 is actuated by a user of said pointing device.

1 4. (currently amended) The method of claim 1, further comprising the steps of:

2 1) generating, within an application program, a first motion vector for said
3 pointing cursor on said display as said pointing cursor moves from a second source
4 position in response to a motion of said pointing device;

5 2) predicting a destination point icon in response to a compare of said [[first]]
6 second source position to a corresponding stored source position or a source position
7 proximate to said [[first]] second source position, wherein said corresponding stored
8 source position which compares to said [[first]] second source position also has stored
9 said first motion vector or a motion vector proximate to said first motion vector; and

10 3) modifying a motion of said pointing cursor to more nearly follow ideal
11 motion vectors from said first source position to said destination point icon.

1 5. (original) The method of claim 4, further comprising the step of:

2 repeating said steps 1) through 3) until said predicted destination point icon is
3 actuated by a user of said pointing device.

1 6. (original) The method of claim 1, wherein said display corresponds to a graphic
2 user interface (GUI).

1 7. (original) The method of claim 1, wherein said first source position is a position
2 of a predetermined source point icon.

1 8. (original) The method of claim 1, wherein said first destination position is a
2 position of a predetermined destination point icon.

1 9. (original) The method of claim 1, wherein another of said motion vectors is
2 generated each time said motion starts from a motion stop.

1 10. (original) The method of claim 1, wherein said motion vector comprises
2 parameters defining a pointing cursor average velocity, starting position, stopping
3 position, and motion direction.

1 11. (currently amended) The method of claim [[6]] 2, wherein said set of motion
2 vectors are stored in response to actuating said destination point icon.

1 12. (currently amended) The method of claim 1, wherein said set of motion vectors
2 are associated with said first source position and source positions proximate to said

3 first source position, and said first destination position and destination positions
4 proximate to said [[second]] first destination position.

1 13. (original) The method of claim 2, wherein said second source position
2 corresponds to a position of a source point icon.

1 14. (original) The method of claim 2, wherein said pointing cursor locks to said
2 destination point icon until said destination point icon is actuated by a user.

1 15. (original) The method of claim 2, wherein said pointing cursor locks to said
2 destination point icon until a motion vector indicates a more likely destination point
3 icon.

1 16. (currently amended) The method of claim 3, wherein said motion of said
2 pointing cursor [[pointing cursor motion]] proceeds from said first source position to
3 said destination point icon corresponding to an ideal motion vector, said ideal motion
4 vector motion changed only if a new destination point icon is determined.

1 17. (currently amended) A computer program product, said computer program
2 product embodied in a machine readable medium, including programming for a
3 processor, said computer program comprising a program of instructions for
4 performing the program steps of:

5 acquiring data corresponding to a motion of a pointing cursor on a display,
6 said motion of said pointing cursor corresponding to a [[movement]] pointing device
7 used to move said pointing cursor from a first source position to a first destination
8 position on said display;

9 generating a set of motion vectors corresponding to said motion of said
10 pointing cursor from said first source position to said first destination position; and

11 storing said set of motion vectors and said first destination position referenced
12 to said first source position.

1 18. (currently amended) The computer program product of claim 17 further
2 comprising the steps of:

3 1) generating, within an application program, a first motion vector for said
4 pointing cursor on said display as said pointing cursor moves from a second source
5 position in response to a motion of said pointing device;

6 2) predicting a destination point icon in response to a compare of said [[first]]
7 second source position to a corresponding stored source position or a source position
8 proximate to said [[first]] second source position, wherein said corresponding stored
9 source position which compares to said [[first]] second source position also has stored
10 said first motion vector or a motion vector proximate to said first motion vector; and

11 3) highlighting said destination point icon;

1 19. (original) The computer program product of claim 18, further comprising the
2 step of:

3 repeating said steps 1) through 3) until said highlighted destination point icon
4 is actuated by a user of said pointing device.

1 20. (currently amended) The computer program product of claim 17, further
2 comprising the steps of:

3 1) generating, within an application program, a first motion vector for said
4 pointing cursor on said display as said pointing cursor moves from a second source
5 position in response to a motion of said pointing device;

6 2) predicting a destination point icon in response to a compare of said [[first]]
7 second source position to a corresponding stored source position or a source position
8 proximate to said [[first]] second source position, wherein said corresponding stored
9 source position which compares to said [[first]] second source position also has stored
10 said first motion vector or a motion vector proximate to said first motion vector; and

11 3) modifying a motion of said pointing cursor to more nearly follow ideal
12 motion vectors from said first source position to said destination point icon.

1 21. (original) The computer program product of claim 20, further comprising the
2 step of:

3 repeating said steps 1) through 3) until said predicted destination point icon is
4 actuated by a user of said pointing device.

1 22. (original) The computer program product of claim 17, wherein said display
2 corresponds to a graphic user interface (GUI).

1 23. (original) The computer program product of claim 17, wherein said first source
2 position is a position of a predetermined source point icon.

1 24. (original) The computer program product of claim 17, wherein said first
2 destination position is a position of a predetermined destination point icon.

1 25. (original) The computer program product of claim 17, wherein another of said
2 motion vectors is generated each time said motion starts from a motion stop.

1 26. (original) The computer program product of claim 17, wherein said motion
2 vector comprises parameters defining a pointing cursor average velocity, starting
3 position, stopping position, and motion direction.

1 27. (currently amended) The computer program product of claim [[24]] 18, wherein
2 said set of motion vectors are stored in response to actuating said predetermined
3 destination point icon.

1 28. (currently amended) The computer program product of claim 17, wherein said
2 set of motion vectors are associated with said first source position and source
3 positions proximate to said first source position, and said first destination position and
4 destination positions proximate to said [[second]] first destination position.

1 29. (original) The computer program product of claim 18, wherein said second
2 source position corresponds to a position of a source point icon.

1 30. (original) The computer program product of claim 18, wherein said pointing
2 cursor locks to said destination point icon until said destination point icon is actuated
3 by a user.

1 31. (original) The computer program product of claim 18, wherein said pointing
2 cursor locks to said destination point icon until a motion vector indicates a more
3 likely destination point icon.

1 32. (currently amended) The computer program product of claim [[17]] 19, wherein
2 said motion of said pointing cursor [[pointing cursor motion]] proceeds from said first
3 source position to said destination point icon corresponding to an ideal motion vector,
4 said ideal motion vector motion changed only if a new destination point icon is
5 determined.

1 33. (currently amended) A data processing system comprising:
2 a central processing unit (CPU);
3 a random access memory (RAM);
4 a communications adapter coupled to a communication network;
5 an I/O adapter
6 a bus system coupling said CPU to said PROM, said communications adapter,
7 said I/O adapter, and said RAM, wherein said CPU comprises:
8 circuitry for acquiring data corresponding to a motion of a pointing cursor on
9 a display, said pointing cursor corresponding to a pointing device used to move said
10 pointing cursor from a first source position to a first destination position on said
11 display;
12 circuitry for generating a set of motion vectors corresponding to said motion
13 of said pointing cursor from said first source position to said first destination position,
14 said motion vectors having a vector source point, a magnitude and direction; and
15 circuitry for storing said set of motion vectors and said first destination
16 position referenced to said first source position.

1 34. (currently amended) The data processing system of claim 33, further comprising:
2 circuitry for generating, within an application program, a first motion vector
3 for said pointing cursor on said display as said pointing cursor moves from a second
4 source position in response to a motion of said pointing device;

5 circuitry for predicting a destination point icon in response to a compare of
6 said [[first]] second source position with a corresponding stored source position or a
7 stored proximate source position having a stored corresponding said first motion
8 vector or a proximate motion vector; and

9 circuitry for highlighting said destination point icon.

1 35. (currently amended) The data processing system of claim 33, further comprising:

2 circuitry for generating, within an application program, a first motion vector
3 for said pointing cursor on said display as said pointing cursor moves from a second
4 source position in response to a motion of said pointing device;

5 circuitry for predicting a destination point icon in response to a compare of
6 said [[first]] second source position with a corresponding stored source position or a
7 stored proximate source position having a stored corresponding said first motion
8 vector or a proximate motion vector; and

9 circuitry for modifying a motion of said pointing cursor to follow ideal motion
10 vectors from said first source position to said destination point icon.

1 36. (original) The data processing system of claim 33, wherein said display
2 corresponds to a graphic user interface (GUI).

1 37. (original) The data processing system of claim 33, wherein said first source
2 position is a position of a predetermined source point icon.

1 38. (original) The data processing system of claim 33, wherein said first destination
2 position is a position of a predetermined destination point icon.

1 39. (original) The data processing system of claim 33, wherein another of said
2 motion vectors is generated each time said motion starts from a motion stop.

1 40. (original) The data processing system of claim 33, wherein said motion vector
2 comprises parameters defining a pointing cursor average velocity, starting position,
3 stopping position, and motion direction.

1 41. (original) The data processing system of claim 34, wherein said set of motion
2 vectors are stored in response to actuating said destination point icon.

1 42. (currently amended) The data processing system of claim 33, wherein said set of
2 motion vectors are associated with said first source position and source positions
3 proximate to said first source position, and said first destination position and
4 destination positions proximate to said [[second]] first destination position.

1 43. (original) The data processing system of claim 34, wherein said second source
2 position corresponds to a position of a source point icon.

1 44. (original) The data processing system of claim 34, wherein said pointing cursor
2 locks to said destination point icon until said destination point icon is actuated by a
3 user.

1 45. (original) The data processing system of claim 34, wherein said pointing cursor
2 locks to said destination point icon until a motion vector indicates a more likely
3 destination point icon.

1 46. (currently amended) The data processing system of claim 35, wherein said
2 motion of said pointing device [[pointing cursor motion]] proceeds from said first
3 source position to said destination point icon corresponding to an ideal motion vector,
4 said ideal motion vector motion changed only if a new destination point icon is
5 determined..

1 47. (original) A method for improving a selection of a graphic user interface (GUI)
2 icon with a pointing device, comprising the step of:

3 predicting, within an application program, a destination point icon by
4 comparing a motion vector imparted by a user to a pointing cursor to a previously
5 acquired motion vector acquired from said user moving said pointing cursor.

- 1 48. (original) The method of claim 47, further comprising the step of:
2 highlighting said destination point icon in response to said prediction step
3 until said predicted destination point icon is actuated by said user
- 1 49. (original) The method of claim 47, further comprising the step of:
2 modifying a motion of said pointing cursor as a user moves a pointing device
3 corresponding to said pointing cursor in an attempt to move said pointing cursor from
4 a source point icon to said predicted destination point icon.
- 1 50. (original) A computer program product, said computer program product
2 embodied in a machine readable medium, including programming for a processor,
3 said computer program comprising a program of instructions for performing the
4 program step of:
5 predicting, within an application program, a destination point icon by
6 comparing a motion vector imparted by a user to a pointing cursor to a previously
7 acquired motion vector acquired from said user moving said pointing cursor.
- 1 51. (original) The computer program product of claim 50, further comprising the
2 step of:
3 highlighting said destination point icon in response to said prediction step
4 until said predicted destination point icon is actuated by said user
- 1 52. (original) The computer program product of claim 50, further comprising the
2 step of:
3 modifying a motion of said pointing cursor as a user moves a pointing device
4 corresponding to said pointing cursor in an attempt to move said pointing cursor from
5 a source point icon to said predicted destination point icon.
- 1 53. (original) A data processing system comprising:
2 a central processing unit (CPU);
3 a random access memory (RAM);
4 a communications adapter coupled to a communication network;

5 an I/O adapter;

6 a bus system coupling said CPU to said PROM, said communications adapter,
7 said I/O adapter, and said RAM, wherein said CPU comprises:

8 circuitry operable to predict, within an application program, a destination
9 point icon by comparing a motion vector imparted by a user to a pointing cursor to a
10 previously acquired motion vector acquired from said user moving said pointing
11 cursor.

1 54. (original) The data processing system of claim 53, further comprising:

2 circuitry operable to highlight said predicted destination point icon until said
3 predicted destination point icon is actuated by said user

1 55. (original) The data processing system of claim 53, further comprising:

2 circuitry operable to modify a motion of said pointing cursor as a user moves
3 a pointing device corresponding to said pointing cursor in an attempt to move said
4 pointing cursor from a source point icon to said predicted destination point icon.